Oofuri-Baka

chapter 135

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oofuri-baka.tumblr.com

Big Windup!

Original work
Higuchi Asa

Written and Directed by
Narui Yutaka

おおきく振りかぶって

THE STAGE PLAY IS SET

STARTING FEBRUARY 2018

AT SUNSHINE THEATRE

Comment from the director and scriptwriter Narui Yutaka:

I've read various baseball manga until now, but I found this "Ookiku Furikabutte" to be an entirely new kind. In a nutshell it's the "story of the weak." After all, main characters in most baseball manga have extraordinary mental strength and physical ability, and because of that they win over and over. Yet, the main character in "Ookiku Furikabutte," pitcher Mihashi, has slow pitches and is timid. No matter how you look at it, he's a weakling. Still, that weakling sincerely faces the challenge and overturns people's perceptions. For people without any special talent there's no other story that's more encouraging than this.

Come to think of it, most scripts I've written were "the story of the weak" too.

That's why "Ookiku Furikabutte" struck a chord with me.

That's why I want to make an "Ookiku Furikabutte" stage play with my own hands.

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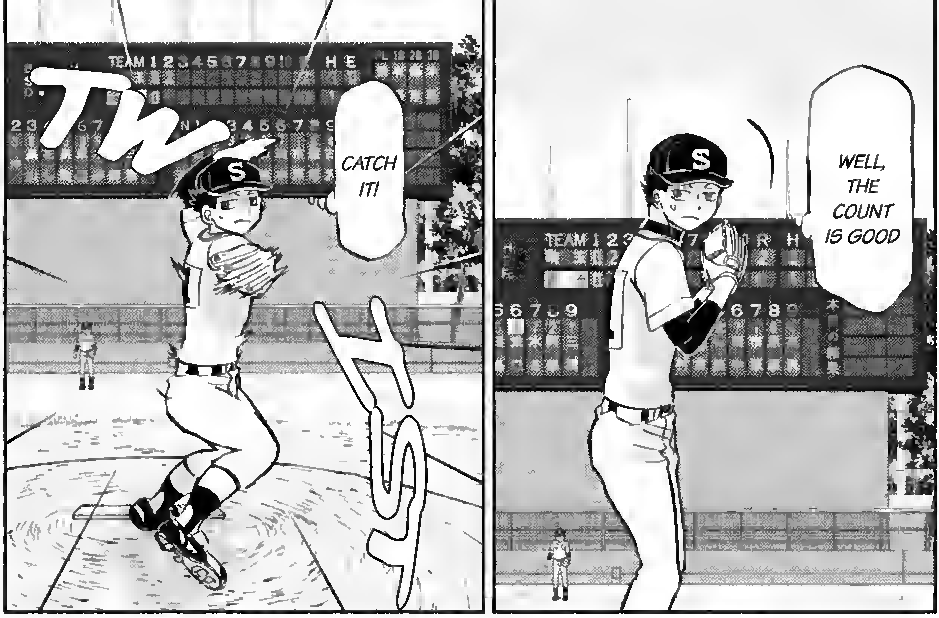
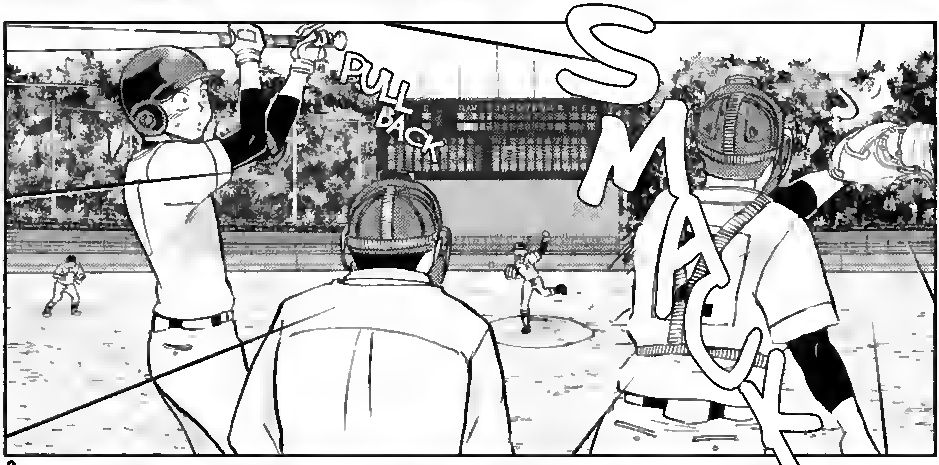
NARUI YUTAKA
Learn more at oofuri-stage.com
The new volume 28 goes on sale September 22! Look forward to it!

IT'S 0B-1S
IF WE GET A STRIKE NEXT, IT'LL BE HARD FOR THEM TO MAKE A SQUEEZE PLAY
PAT
PAT

ARE THEY GOING FOR A SQUEEZE SINCE IT'S A BUNT STANCE?
EVEN THOUGH WE MOVED THE FIRST BASEMAN UP?

THEY'LL TRY IT ON THE NEXT PITCH!
OUT OF THE ZONE?
I SOMEHOW DOUBT THEY'LL DO IT NOW
Higuchi Asa
OOKIKU FURIKABUTTE

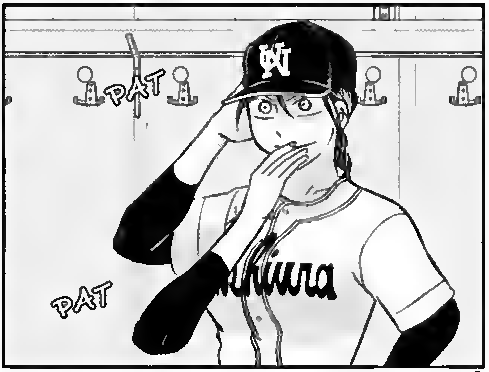




2

IN THE BOTTOM OF THE 1ST WHEN NISHIURA WAS AHEAD, THEIR CLEANUP MADE A SQUEEZE PLAY
SHE'S GIVING THE SIGNS

SO THEY DIDN'T

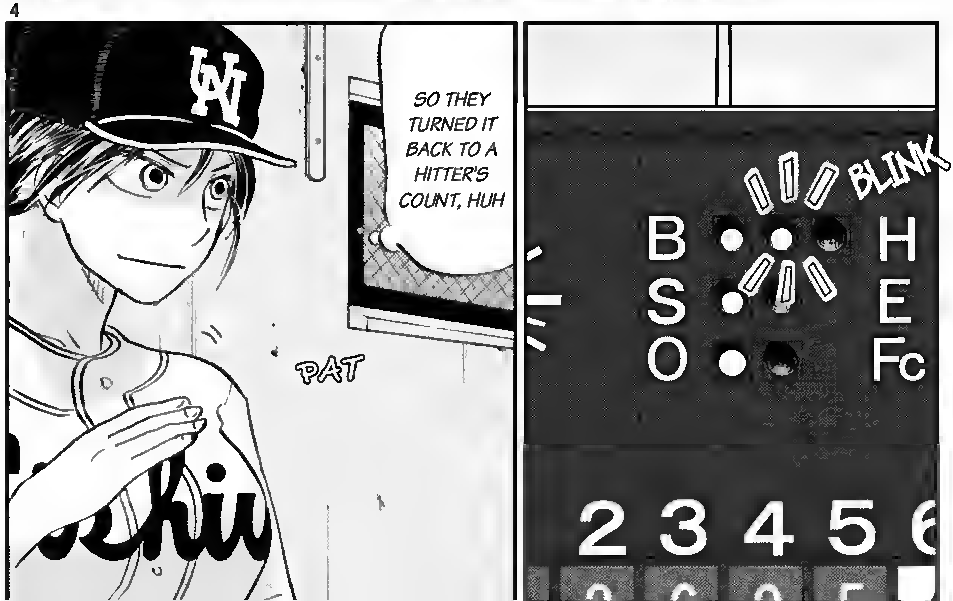

PAT
PAT

SO THEY'LL DEFINITELY DO IT WHEN THEY'RE BEHIND!
I THINK
PAT
PAT

AND THIS GUY BUNTED TOSEI'S WASTE PITCH

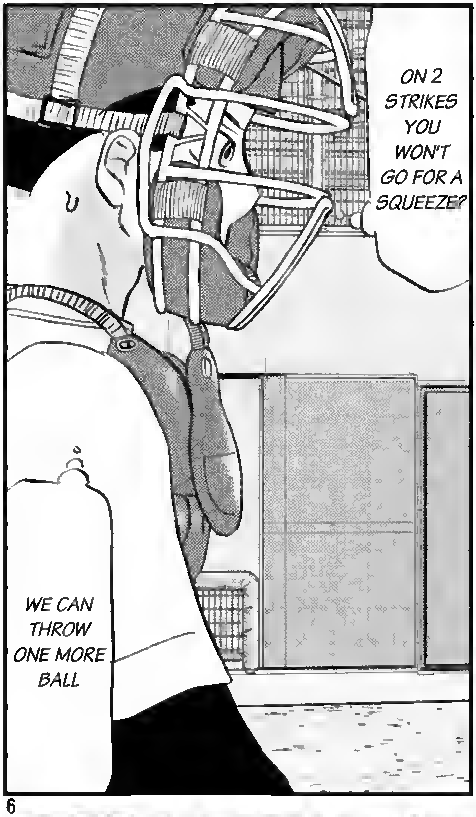
NOBODY SCORES!
IF HE PULLS IT OFF, THEY'LL SCORE A RUN
EVEN IF WE WALK HIM, IT'LL BE RUNNERS ON 1ST AND 3RD
崎 玉
TWIST
SMACK
PULL BACK

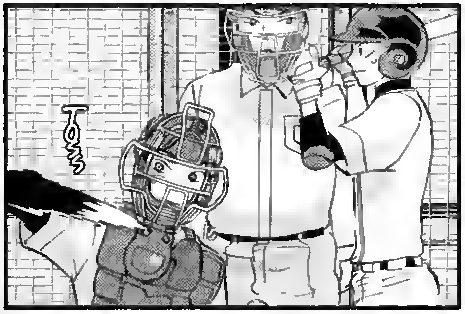
4

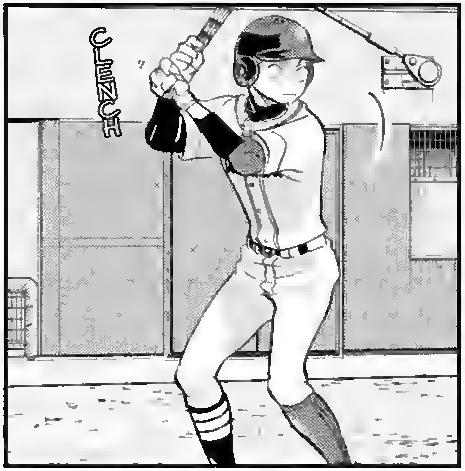

SO THEY TURNED IT BACK TO A HITTER'S COUNT, HUH
PAT
BLINK
B
S
O
H
E
Fc
2 3 4 5

IF WE THROW ONE MORE BALL AND THEY DON'T DO A SQUEEZE PLAY, WE'LL HAVE NO CHOICE BUT TO THROW A STRIKE THEN
PAT
PAT
ARE THEY GOING TO HIT?
TEAM 1 2 3
8 9 10 R
CATCH
崎玉
RAISE
I'D PREFER A SQUEEZE WHERE WE CAN GET AN OUT
RATHER THAN GET-TING HIT,
SMACK
PULL BACK
I SHOULD NOT JUST ASSUME I'LL GET HIT!
WOOSH

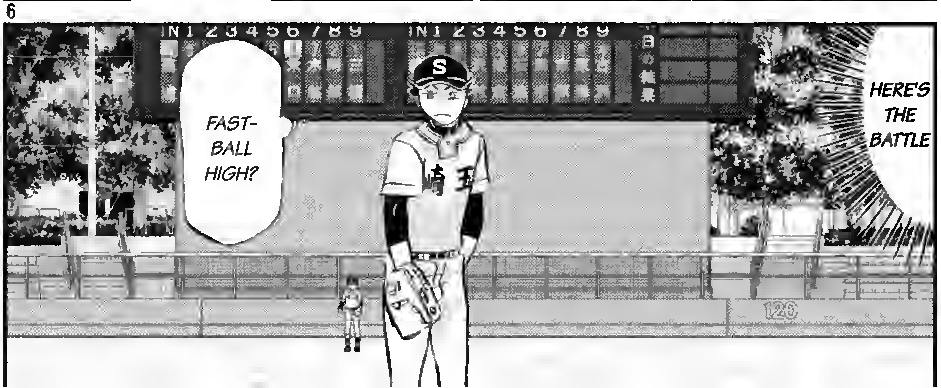
KYA
HE'S COR-NERED!
STRIKE
AAA


ON 2 STRIKES YOU WON'T GO FOR A SQUEEZE?
WE CAN THROW ONE MORE BALL


TOM


CLICK

6

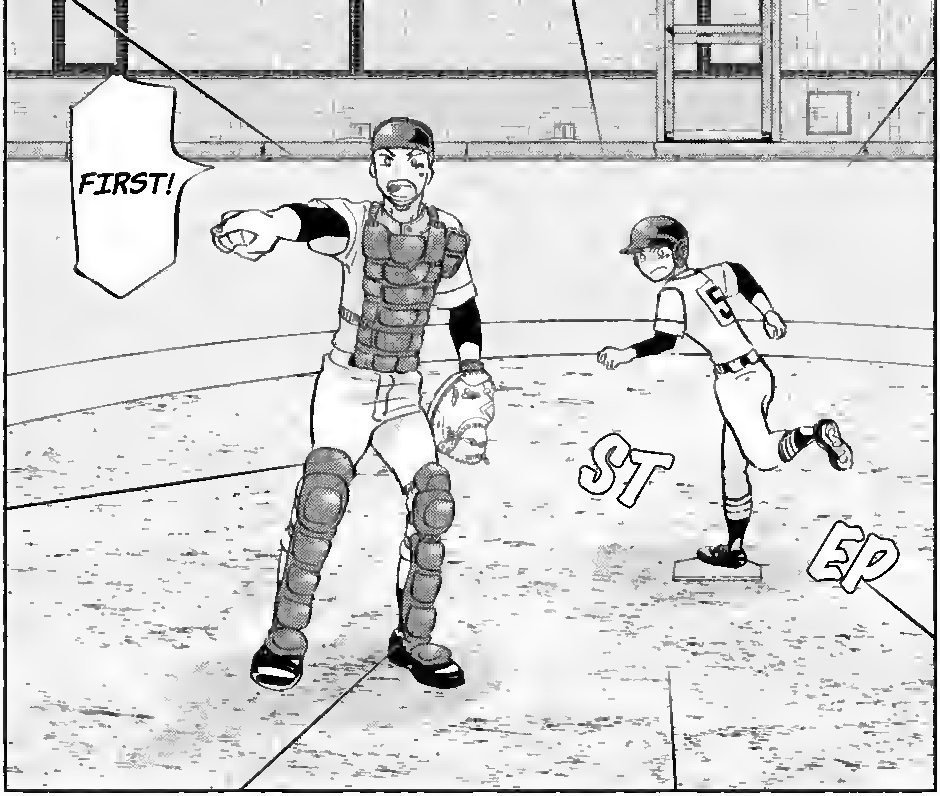

IN 1 2 3 4 5 6 7 8 9
IN 1 2 3 4 5 6 7 8 9
FAST-BALL HIGH?
HERE'S THE BATTLE

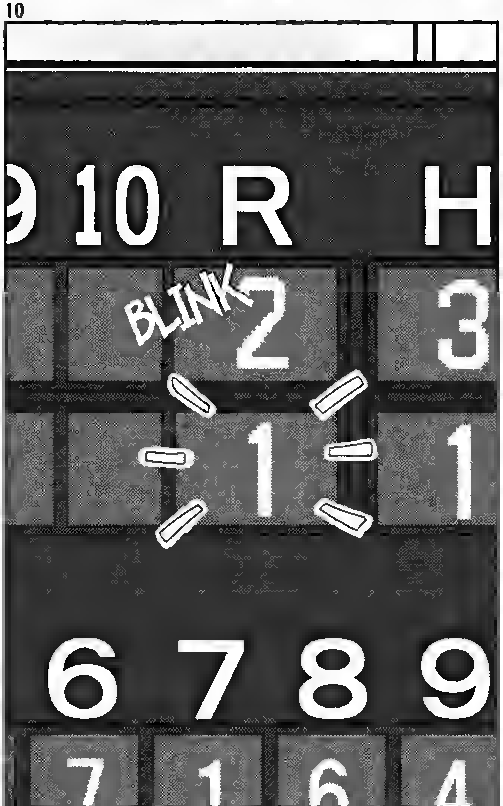
HOW 'BOUT A WASTE PITCH?
AH, NO GOOD?
PAT PAT
SHAKE
EVEN IF HE POPS IT UP, IT'LL BE IMPOSSIBLE TO CATCH BEFORE IT BOUNDS
AND IF THEY GO FOR IT AND HE CONNECTS, THEY'LL DEFINITELY SCORE
YEP
HARD TO HIT OR CONNECT WITH
THE "DECIDING PITCH"
RAISE
WE'LL HAVE NO WAY OUT WITH A FULL COUNT
SHAKE
A SCREW?
THEN,
PAT PAT

IS WHAT YOU USE AT PRECISELY THESE MOMENTS...
RUN
LEFT

THEY REALLY ARE GOING FOR IT!
BALL,
THROW
MISS THE BAT!!

JUST NEED
SCREW-BALL!
TO CON-NECT!
CRACK
T URN
9
GOOD!
TAP


FIRST!
ST
EP

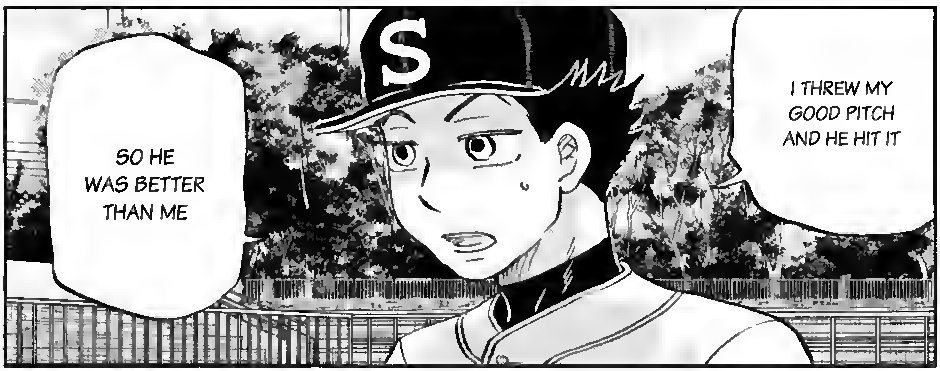

10 R H
BLINK
2 3
1 1
6 7 8 9
7 1 6 4

TH
WAD
OUT!

NICE BUNT
NICE RUN!
KYAA
NICE BUNT!

I'M SORRY!
SORRY, TIME OUT PLEASE!
TIME!

Eh?
GIVING UP RUNS LIKE THAT IS FINE


SO HE WAS BETTER THAN ME
I THREW MY GOOD PITCH AND HE HIT IT

YES!

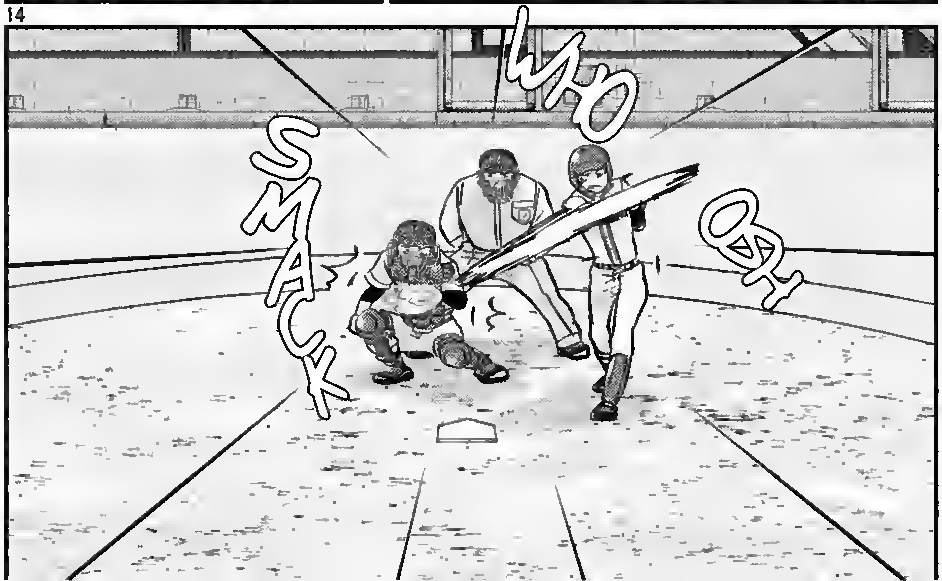
YEP, YEP. LET'S KEEP GOING LIKE WE HAVE
Really?
R-...

FRANKLY, TO SOME EXTENT WE LOST THE MOMENT IT WAS ONE OUT AND A RUNNER ON 3RD,
SO WE HAVE TO DO SOMETHING BEFORE IT GETS TO THAT POINT
BOTH HE AND THEIR COACH HAD THE SAME SQUEEZE PLAY IDEA HERE
CAN'T BE HELPED THAT DAICHI LOST

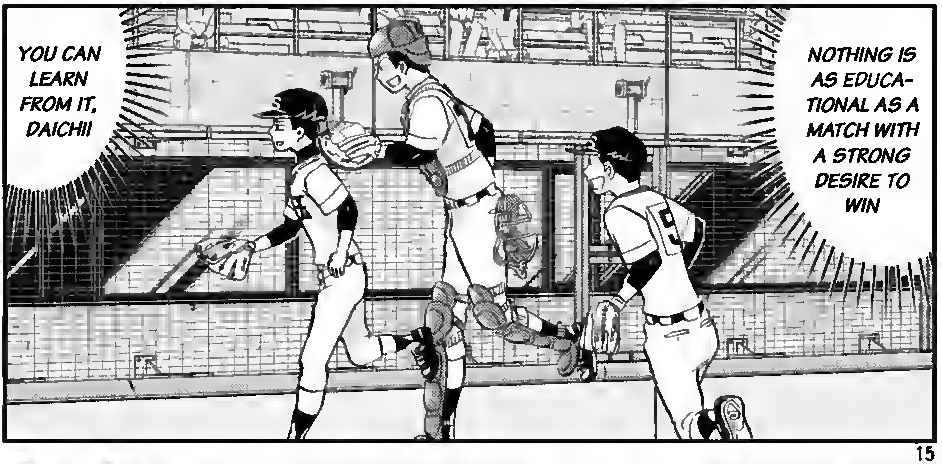
WE NEEDED TO BATTLE NISHIURA WHILE THEY STILL HAD 1 OUT,
BUT IT DIDN'T NECESSARILY HAVE TO BE THEIR #6
WITH A SQUEEZE THAT HAD A HIGH POSSIBILITY OF SCORING A RUN HERE,

PLEASE!
BATTING 7TH, LEFT FIELDER, MIZUTANI-KUN
Nishiura

IF IT WERE ME,
WE LOST OUTRIGHT WHEN WE THREW A STRIKE ON 2-2
THEY WAITED FOR A COUNT WHERE WE'D PUT IN A STRIKE
STRIKE!

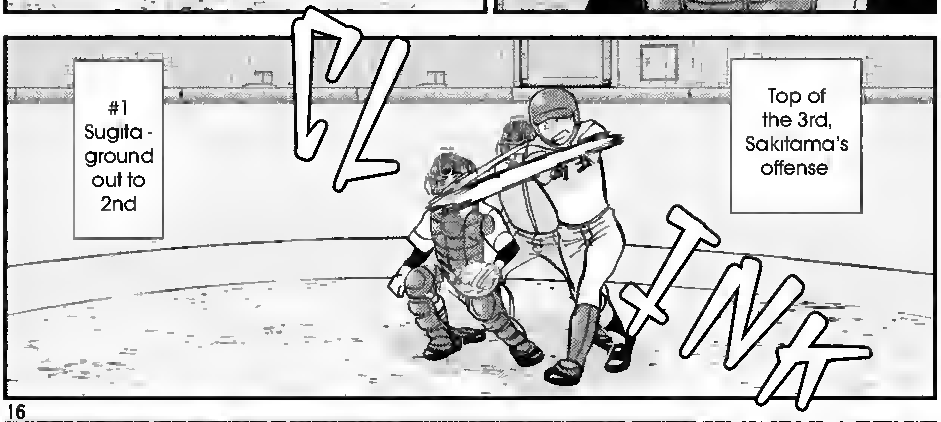

SMACK
OH

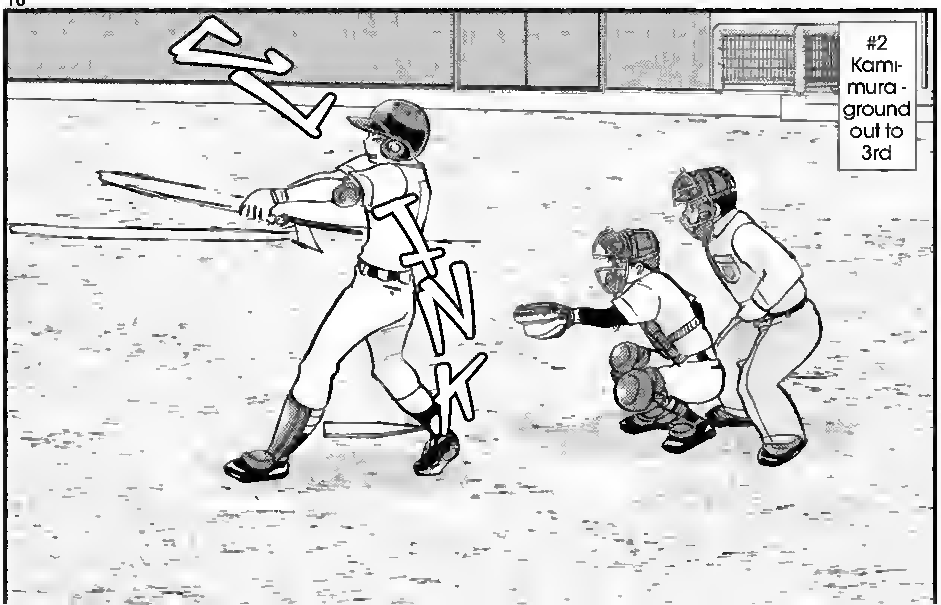
STOMP
THAT WAY, WE COULD ALSO HAVE GONE FOR A DOUBLE PLAY
BUT, IF #7 HIT, THEY'D HAVE SCORED 2 RUNS THOUGH
STOMP
I'D HAVE CONTINUED WITH THE WASTE PITCHES TO #6, WALKED HIM, AND TOOK MY CHANCES WITH #7
STRIKE!
NICE PITCHING!
STOMP
clap
clap
clap

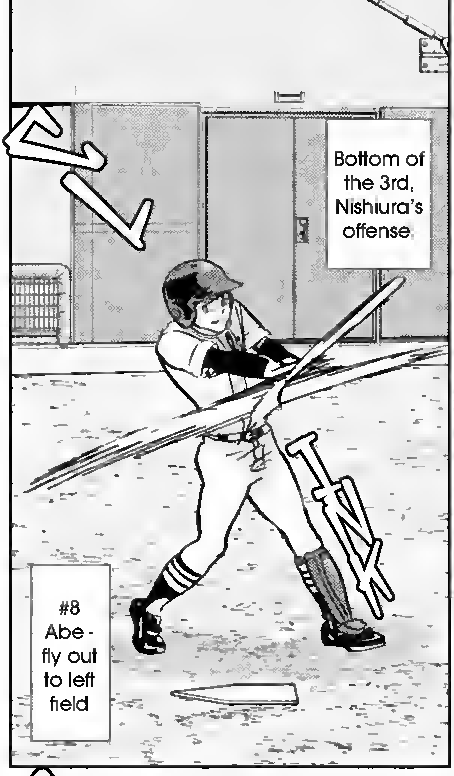

YOU CAN LEARN FROM IT, DAICHI!
NOTHING IS AS EDUCATIONAL AS A MATCH WITH A STRONG DESIRE TO WIN

LET'S GO!
OH
OHH
1 RUN, HUH

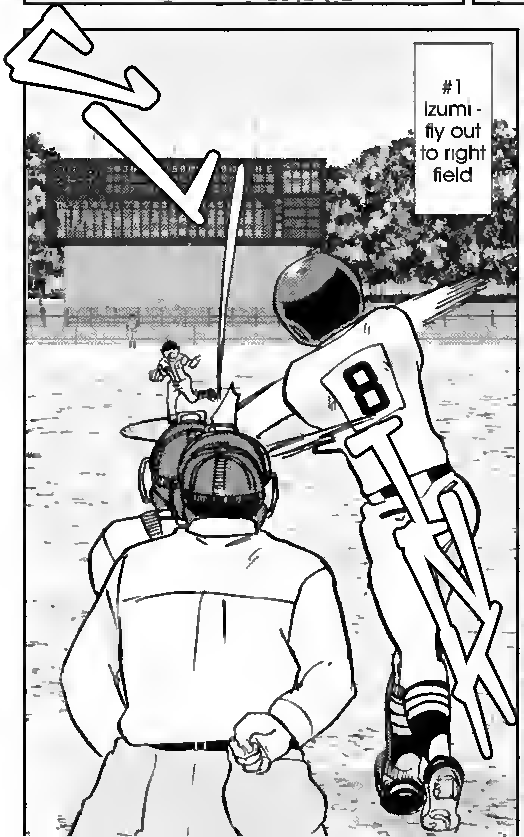
OH
OH
OHH
3RD INNING !
LET'S PLAY IT TIGHT!

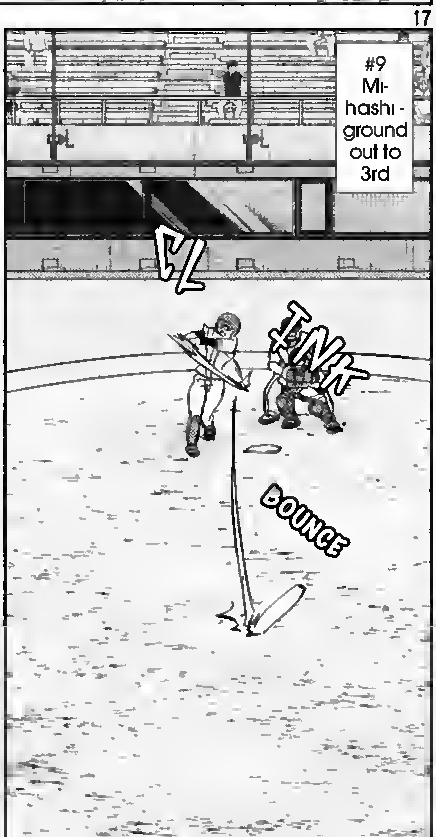

#1 Sugita - ground out to 2nd
Top of the 3rd, Sakitama's offense
TINK


#2 Kamimura - ground out to 3rd
TINK

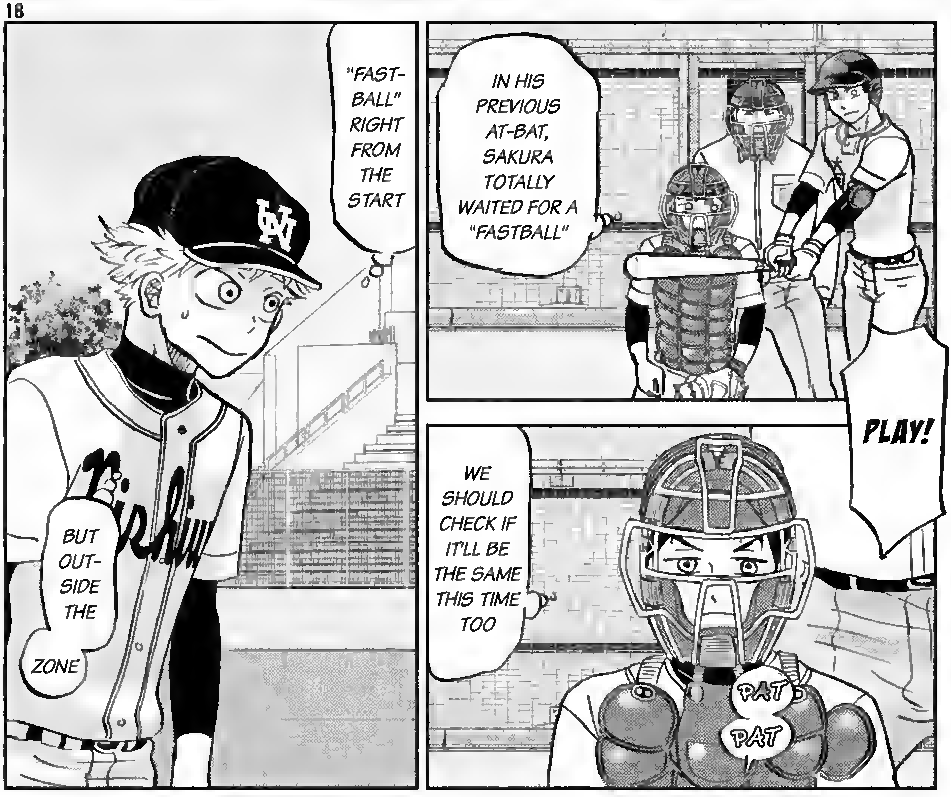

Bottom of the 3rd, Nishiura's offense.
#8 Abe - fly out to left field
TINK

#3 Sawomura - fly out to center field
TINK

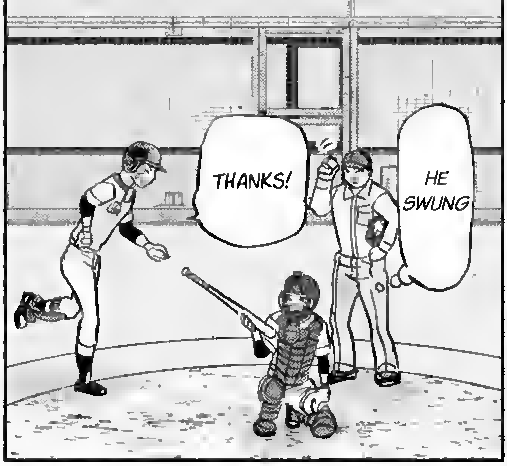

#1 Izumi - fly out to right field
TINK

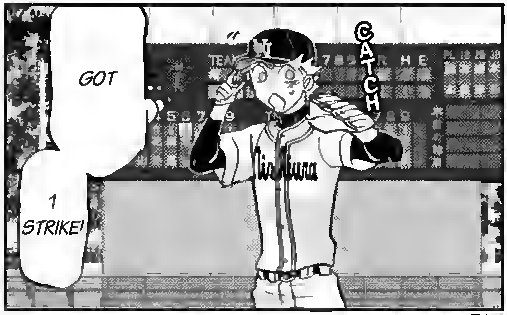

#9 Mihashi - ground out to 3rd
TINK
BOUNCE

PLEASE!
Batting 4th, catcher, Sakura-kun
HIT IT, DAIGH!!
Top of the 4th inning, Sakitama High School on offense

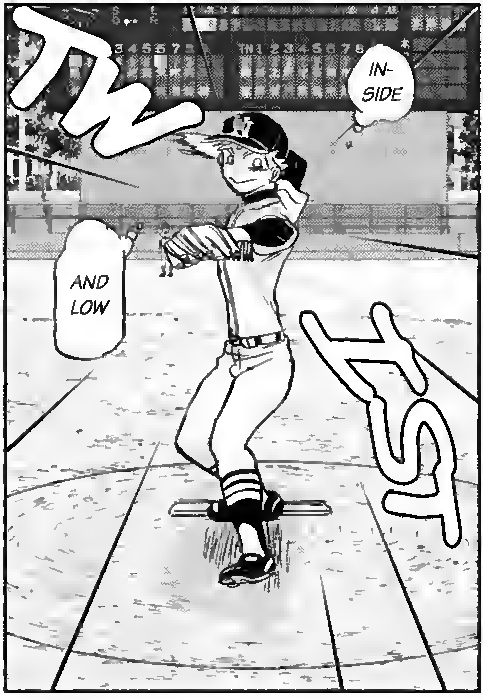

"FAST-BALL" RIGHT FROM THE START
BUT OUT-SIDE THE ZONE
IN HIS PREVIOUS AT-BAT, SAKURA TOTALLY WAITED FOR A "FASTBALL"
PLAY!
WE SHOULD CHECK IF IT'LL BE THE SAME THIS TIME TOO
PAT
PAT

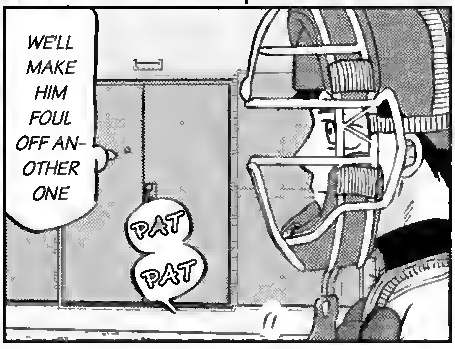
TU
RN
THIS IS
A BAIT PITCH!
LET
SINCE I CAN'T USE IT AS MY WINNING PITCH ON SAKURA-KUN,
FASTB-...
CLANG
IT'S FAR
2

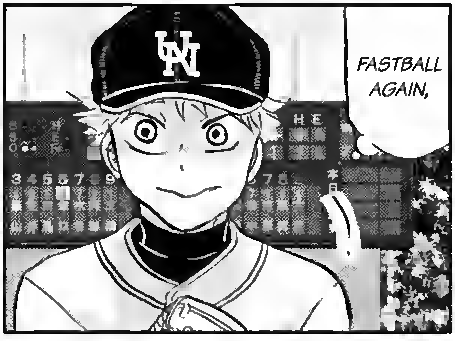


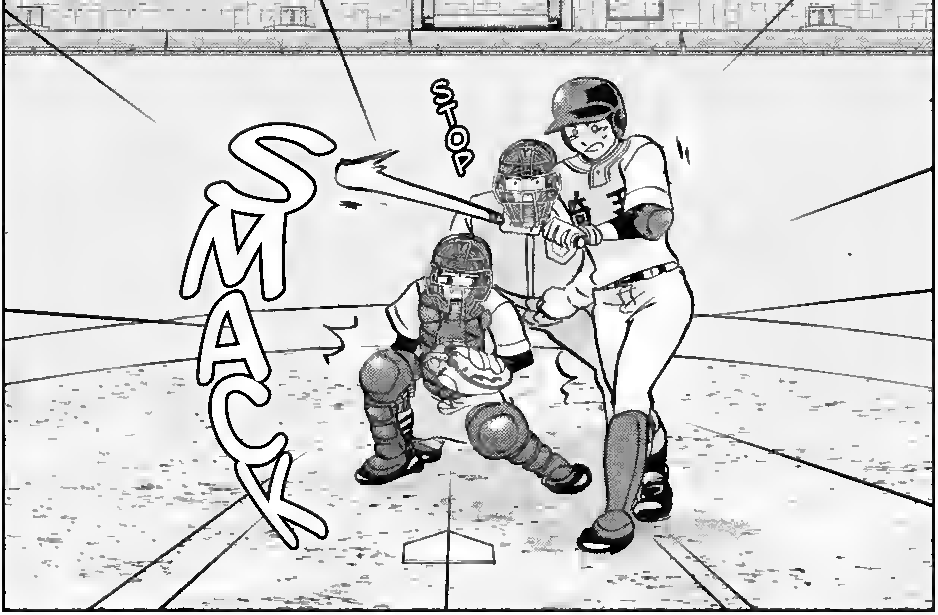


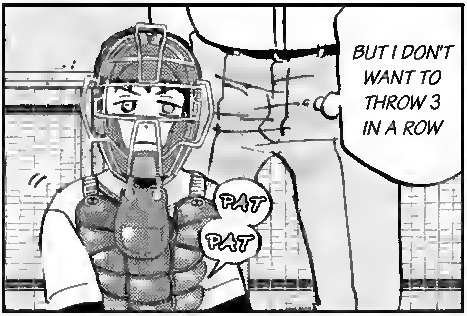
T/n: "Pii" is whistle to warn spectators of foul balls



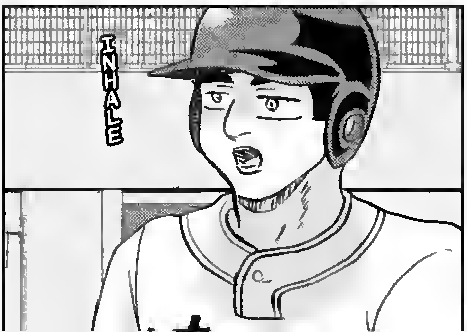





SMACK
STOP

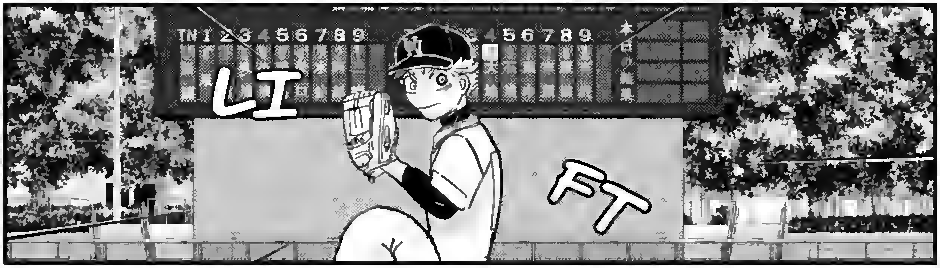

BUT I DON'T WANT TO THROW 3 IN A ROW
PAT
PAT

TO THROW OFF
HIS TIMING
CUR-VE-BALL

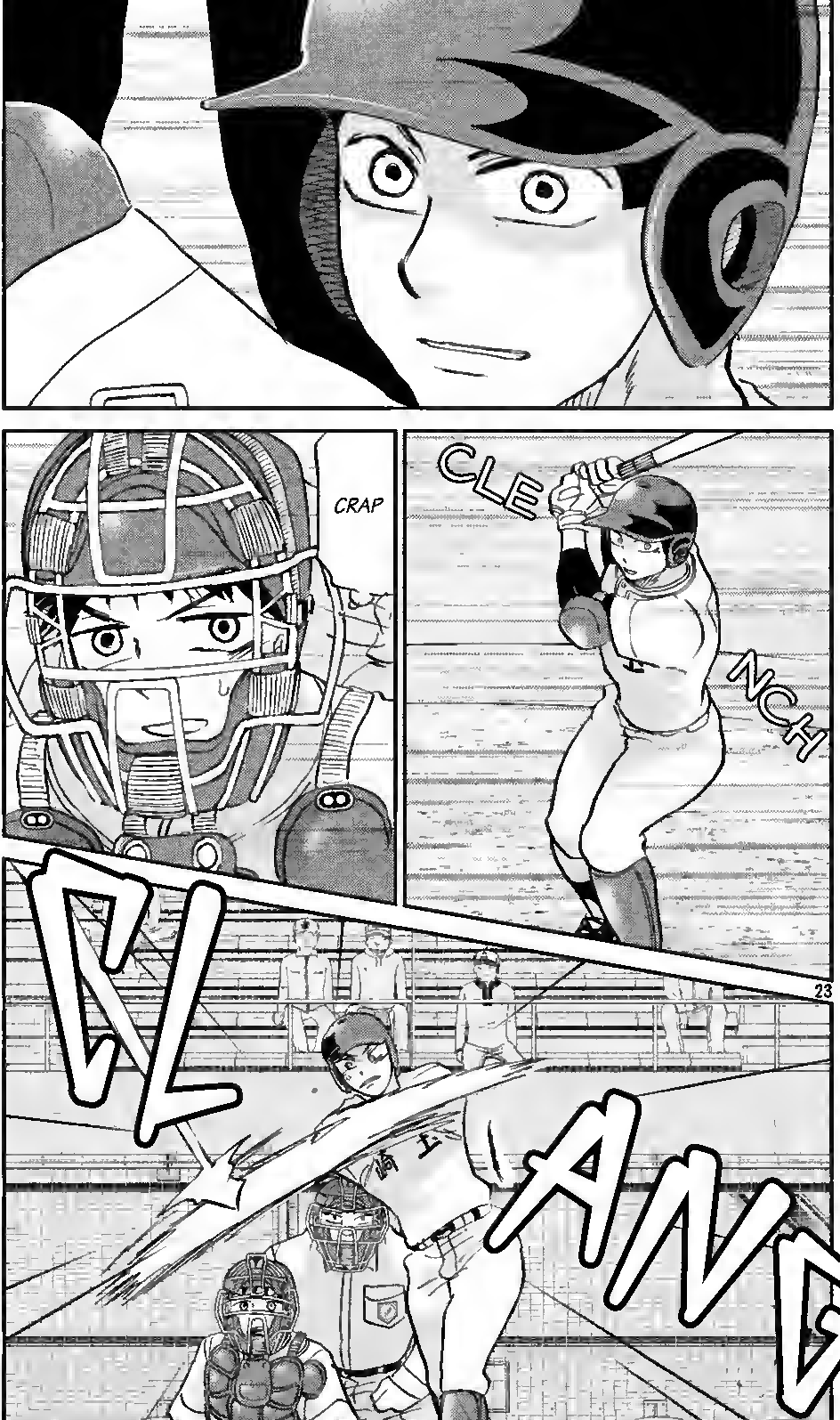

HMM

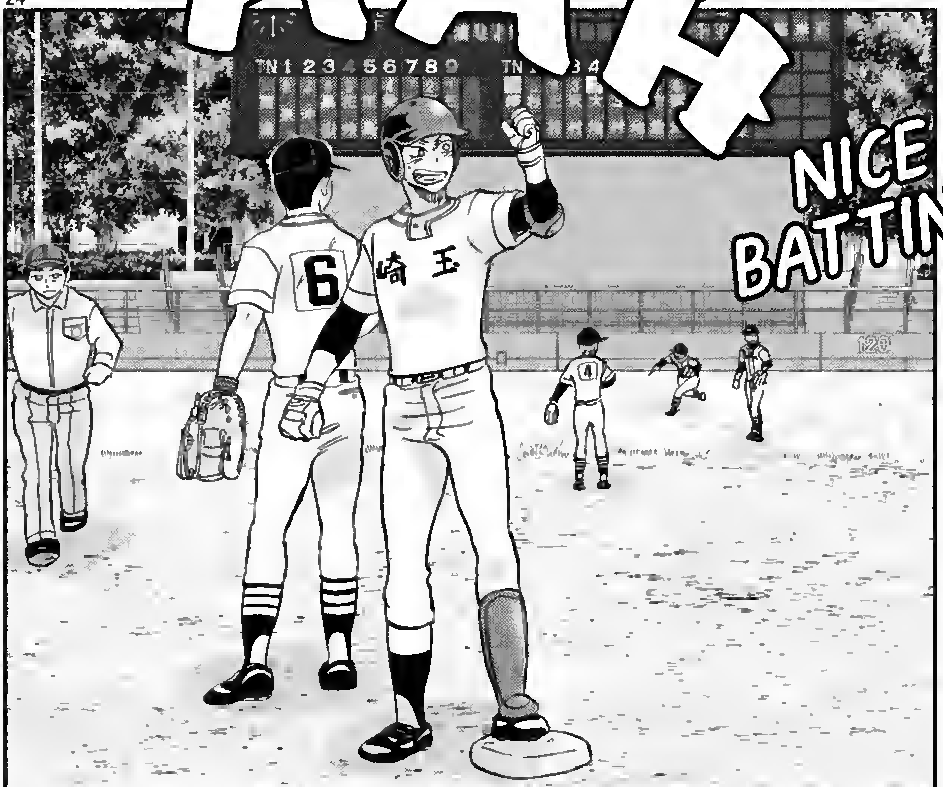
ROTATE
STRIKE! THAT'S A SWING!
SO HE'LL SWING AT THE "FAST-BALLS"?

崎
YOU AL-READY HIT
玉
HIS FAST-BALL!!


LI
FT

SWOOSH
SLED


CRAP
CLE
NCH
CLANG



A SLUGGER WHO DRAWS ATTENTION EVEN WITHIN THE PREFECTURE, SAKURA DAICHI. AS EXPECTED, THIS GUY IS IN A WHOLE DIFFERENT LEAGUE. AND THERE'S STILL NO OUTS. SAKITAMA'S OFFENSE CONTINUES! NEXT TIME, AN EXCITING BATTLE AGAIN!

A NOTE FROM THE AUTHOR

HIGUCHI ASA

CHAPTER 135

My elementary school-age daughter had her first summer vacation. It was a vacation for me too that I enjoyed after so many years, but when you experience it anew after becoming a parent, you realize its shocking length (in many ways!) - 37 days!

The Nishiura nine are back!
This year's summer is hot too!!
最新刊9月22日(金)発売！
By introducing full-blown mental training, not only the players but Momokan as well get an update!!
The start of the 4 Cities Tournament! Their first opponent is that Sakitama!!
アフタヌーンKC
おおきく振りかぶって
28
The new volume 28 goes on sale September 22!